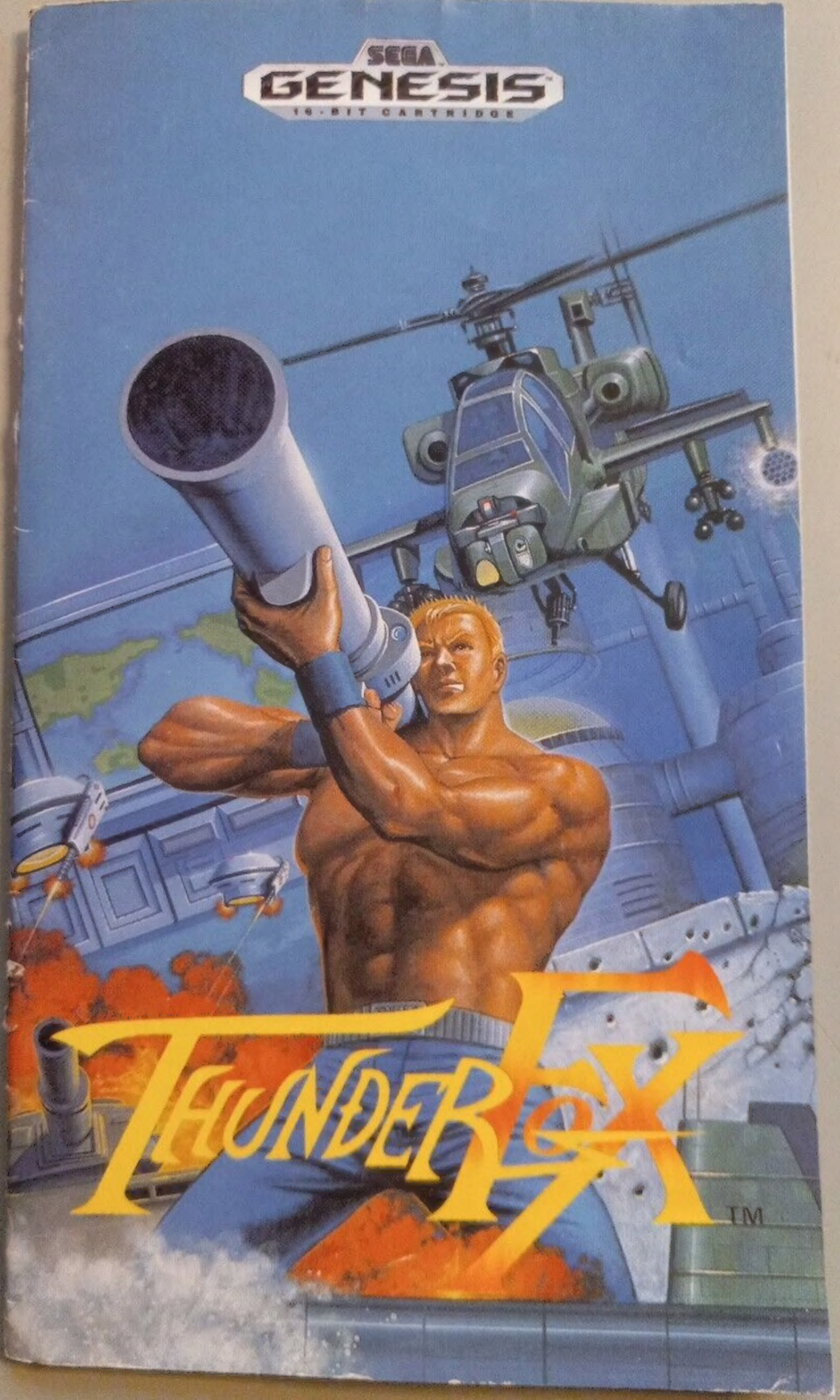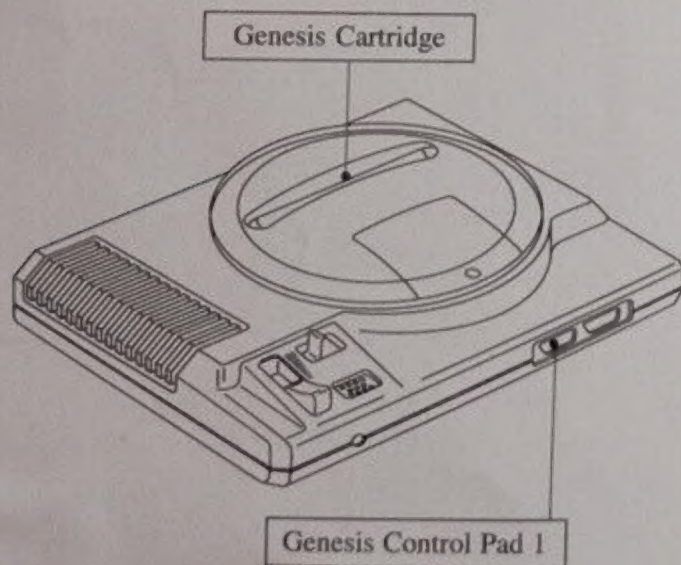SEGA
GENESIS
16-BIT CARTRIDGE

ThunderFox™

INSTRUCTION MANUAL

Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.

2. Insert the Thunder Fox Cartridge into the Genesis System (shown below) by following the instructions in your Genesis System manual.

3. Turn the power switch ON. If nothing appears on the screen, check to make sure the cartridge is inserted properly.

IMPORTANT: Always make sure that the System is turned OFF before inserting or removing your Genesis Cartridge.

NOTE: Thunder Fox is for one player only ! ! !

Genesis Cartridge

Genesis Control Pad 1

199X. A wave of terror swept the world.
On land, from the air, across seas,
terrorists knew no bounds.
But two brave men stood
up to put an end to this aggression.
They were the Thunder Fox team.

The Anti-Terrorist Team, "Thunder Fox"

● CONTENTS ●

Take Control!

◊ Using the Control Pad

Start Button

Button C

Button B

Button A

D-Button

Start Button: Starts game, pauses game, ends pause

Button A: ATTACK

Button B: JUMP

Button C: ITEM (uses collected items)

D-Button: Moves character or cursor
(The functions of Button A, B and C can
be rearranged in the CONFIG mode.)

◊ Getting Started

At the Title screen, press the Start Button to
get the Options screen. Choose either THUN-
DER or FOX with the D-Button and enter
your choice by pressing
the Start Button. When
your choice has been
entered, the game will
begin.

◊ THUNDER

This character specializes in firearms. He makes
full use of the weapon (items) capabilities as he
collects them during the game.

◊ FOX

This character specializes in hand-to-hand combat.
Though not as skilled in the use of firearms as
THUNDER, he is also able to use all firearms.

- The game can be mastered with
either character.

◊ CONFIG

Choose CONFIG at the Title screen and press the
Start Button to enter the CONFIG mode. Options
such as game difficulty and button functions can
be set in this mode.

CONFIG mode

1. Move the D-button up and down to choose the category you wish to change.

2. Press Button A and B to alter the settings.

CONFIGURATION MODE

TIME SELECT   NORMAL
LEVEL SELECT   NORMAL
MUSIC SELECT   00
SOUND SELECT   00
PAD SELECT   DIATTACK
                B:JUMP
                C:ITEM

EXIT

TIME SELECT : This sets the time limit for each stage. Choose between NORMAL and LONG.

LEVEL SELECT : This sets the level of game difficulty. Choose between EASY, NORMAL and HARD.

MUSIC SELECT : This allows you to hear the tunes that are used during the game. Choose a number and press Button C.

SOUND SELECT : This allows you to hear the special sound effects that are used during the game. Choose a number and press Button C.

PAD SELECT : This rearranges the functions of Button A, B and C. Six arrangements are available in all.

ATTACK - becomes Attack Button
JUMP ------becomes Jump Button
ITEM ----- becomes Item use button

EXIT : Choose this category and press the Start Button to return to the Title screen.

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Playing the Game

◊ Objective

- Thunder Fox is composed of five stages.

- Stages are cleared by accomplishing the mission indicated at the beginning of each stage and defeating the boss in that stage. (Stage 2 is different)

- The game finishes when terrorist kingpin GINARZA GETTAS is defeated, sending the terrorist organization into disarray.

◊ Game over

- You will lose vitality (lives) when you are hit by enemy fire or when an enemy character runs into you.

- When the Life meter indicator reaches 0, one life is lost.

- When the Timer reaches 0, one life is lost.

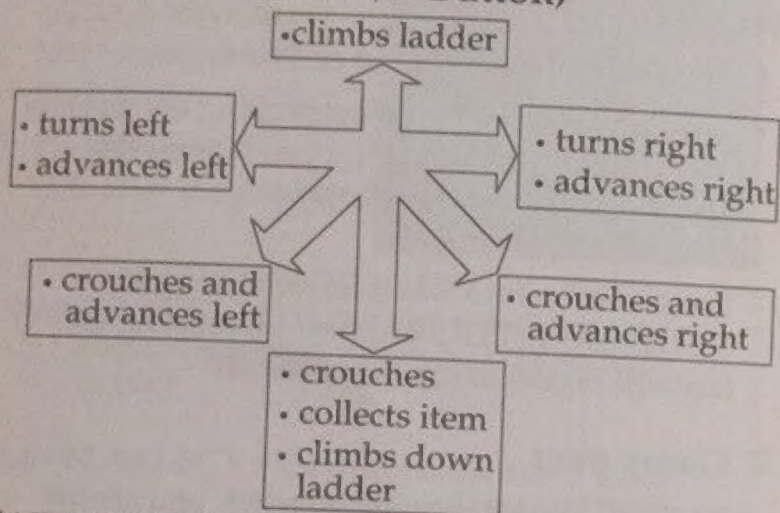- The game is over when all lives are lost.

<Caution!> In stage 2 the timer will keep running even after you defeat the stage boss. If the timer reaches 0 while you are making the subsequent escape from Stage 2, the game will be over if more than one life remains.

◊ Continue

- The Continue mode screen will appear when the game is over. Choose YES and press the Start Button to resume play.

- Play will resume from the beginning of the stage where the game was finished.

- The game can be continued up to five times.

Character movement

◊ Basic movement (D-Button)

•climbs ladder

• turns left
• advances left

• turns right
• advances right

• crouches and
advances left

• crouches and
advances right

• crouches
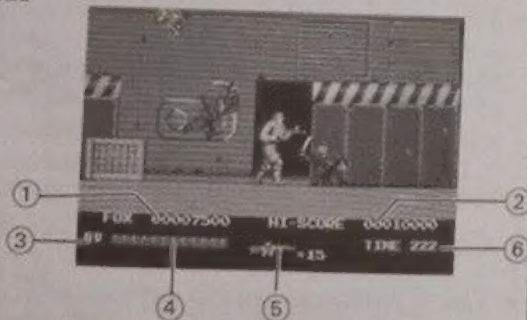• collects item
• climbs down
ladder

[ATTACK Button] Attacks with weapon in hand
[JUMP Button]   Jumps
[ITEM Use Button] Uses Item (firearm)

  * THUNDER and FOX cannot attack
    while climbing up or down ladders.

◊ The Screen

① FOX 00007500   HI-SCORE 00010000 ②
③ .89 [==========]   TIME 222 ⑥
④   [==] •15 ⑤

1. Present Score
(THU=THUNDER's points, FOX=FOX's points)
2. High-score
(Indicated independently for THUNDER and FOX)
3. Number of remaining lives   4. Life Meter
5. Present Weapon
                                6. Timer (time left)

◊ Advance movement

THUNDER and FOX will perform special actions
when the D-Button is pressed in combination with
other buttons.

A. Back flip

• This action is used to jump onto
  a platform or inflict damage on
  enemy characters other than
  bosses. During the flip, if Button
  B remains pressed while the
  lever is pulled down, THUNDER
  and FOX remain invulnerable
  until they land.
method 1 : Press Jump Button while D-Button is
                pressed up.
method 2 : Press D-Button up while Jump Button is
                pressed.

B. Spinning attack

• This action is used to jump off
  a platform or inflict damage
  on enemy characters other than
  bosses.
method 1 : Press Jump Button
                while D-Button is
                pressed down.
method 2 : Press D-Button down while Jump Button is
                pressed.

C. Jump kick

• This action inflicts damage on
  enemy characters.
method :   Press Jump Button and
                Attack Button
                simultaneously.

Note : THUNDER and FOX are invulnerable while they
are performing back flips and spinning attacks.

Items

- Items appear when you have defeated a certain number of enemy characters and broken a certain number of wooden boxes.
- Move to the position of the item and crouch (D-Button down) to collect items.
- There are two types of items: firearm items and life items
- Firearm items cannot be carried over to the next stage.

◊ Life Items

- Life items restore THUNDER and FOX's vitality.
- Some items restore full vitality and some restore only half.

- If a life item is collected when the life meter is already full, 5,000 bonus points will be added to your score.
- Life items appear only from specially marked wooden boxes.

◊ Firearm Items

- Only one type of firearm item may be held at one time. When a firearm is collected, the present weapon will be discarded.
- Each firearm has a limited number of rounds.
- When all rounds have been fired, the firearm will be lost.
- Rounds can be restored by collecting an identical firearm. However, the number of rounds restored will be within the limit of how many rounds can be carried.
- If the firearm in hand has all rounds remaining and another identical firearm is collected, 5,000 bonus points will be added to your score.

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• Firearm Specifications

Machine Gun

- Appears when Captain B is defeated.
- Appears when specially marked boxes are broken.
- Rapid fire is possible.

THUNDER can shoot up to 35 rounds
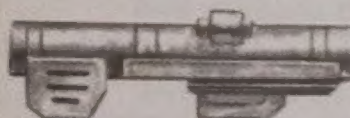FOX can shoot up to 25 rounds

Flame Thrower

- Appears when an enemy character who is wielding a flame thrower is defeated.
- Appears when specially marked boxes are broken.
- A flame is shot, inflicting damage on characters and objects that come in contact with flame.

Bazooka

- Appears only from specially marked wooden boxes.
- Shoots one round at a time only, but each shot inflicts damage on all enemies on screen.

THUNDER can shoot up to two rounds.
FOX can shoot up to two rounds.

Hand Grenade

- Appears when an enemy character wielding a hand grenade is defeated.
- Follows a trajectory and explodes on contact with characters and objects.

When it lands without hitting any object, it flashes off and on and explodes after a certain length of time.

THUNDER can hold up to eight grenades
FOX can hold up to six grenades

The Enemy

Sergeant
- Wields a knife
- Comes bashing into you sometimes

Captain A
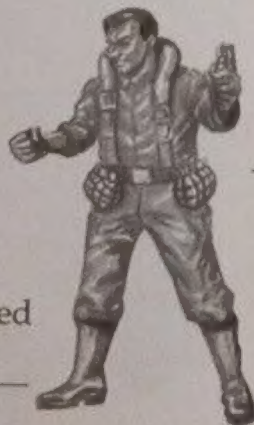- Attacks using punches and jump kicks

Captain B
- Wields machine gun
- Machine gun can be collected when he is defeated

Grenade thrower
- Wields hand grenade
- Hand grenade can be collected when he is defeated

Frogman
- Throws knives
  Comes jumping out of the sea

Mini gyro
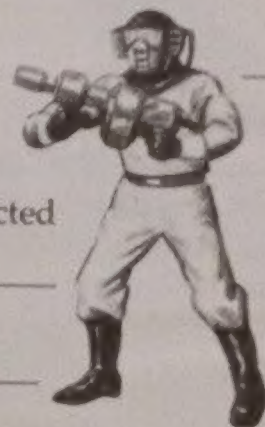- Hovers in the air and attacks with automatic weapon

Spider robot
- Crawls on ground and fires automatic weapon

Flame thrower
- Wields flame thrower
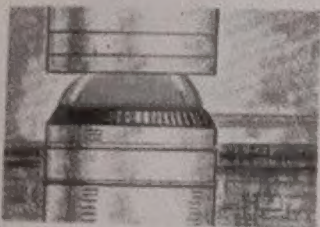- Flame thrower can be collected when he is defeated

Gyro men
- Specializes in hand-to-hand combat

The Bosses

Stage 1 : Battle Helicopter
Can only be damaged with firearms.

Stage 2 : Engine
Lifts cover off round body and begins a spinning attack.

Stage 3 : Gonza
Wields spear and uses it to deflect machine gun bullets.

Stage 4 : Tank
Can only be damaged with firearms.

Stage 5 : Grassan
Wields machine gun and missile launcher and deflects machine gun bullets.

WARNING: For owners of projection telavisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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LIMITED WARRANTY

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